

CLAIMS:

The invention is claimed as follows:

- 5 1. A gaming device comprising:
 a plurality of reels;
 a plurality of symbols on said reels;
 a display device for displaying said reels and at least one of the
symbols on each reel; and
10 a processor in communication with said display device, wherein
said processor is adapted to selectively determine if one of said plurality of
symbols displayed by the display device is a wild activation symbol and if one
of said symbols displayed on said reels is a wild termination symbol.
2. The gaming device of Claim 1, wherein the processor randomly
15 determines which displayed symbol is the wild activation symbol.
3. The gaming device of Claim 1, wherein the processor randomly
determines which displayed symbol is the wild termination symbol.
4. The gaming device of Claim 1, wherein the processor transforms
20 symbols of the plurality of displayed symbols into wild symbols in a random
sequence when the wild activation symbol is determined to be within the
display device until reaching the symbol determined to be the wild termination
symbol.
5. The gaming device of Claim 1, wherein the processor transforms
25 symbols in the plurality of displayed symbols into wild symbols in a pattern on
the display device when the wild activation symbol is determined to be within
the display device until reaching the symbol determined to be the wild
termination symbol.

6. The gaming device of Claim 1, wherein the processor causes the display device to change the determined wild activation symbol into the wild activation symbol and to change the determined wild termination symbol into the wild termination symbol.

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7. The gaming device of Claim 1, wherein the processor is adapted to repeat the determinations.

8. The gaming device of Claim 1, wherein the processor determines if more than one of the symbols displayed on the reels is a wild termination symbol.

9. A gaming device comprising:
a plurality of reels;
a plurality of symbols on the reels;
a display device for displaying said reels and at least one of the symbols on each reel; and
a processor in communication with the display device, wherein the processor randomly determines if one of said symbols displayed by the display device is a wild activation symbol and if one of the symbols displayed on the reels is a wild termination symbol, and transforms at least one displayed symbol into a wild symbol if the processor determines that one of said symbols is a wild activation symbol.

10. The gaming device of Claim 9, wherein the displayed symbols are transformed into wild symbols in a pattern from the wild activation symbol to the wild termination position if the processor determines that one of said symbols is a wild activation symbol.

11. The gaming device of Claim 9, wherein the displayed symbols are randomly transformed into wild symbols if the processor determines that one of said symbols is a wild activation symbol.

12. A gaming device comprising:
a plurality of reels;
a plurality of symbols on said reels;
a display device for displaying said reels and at least one of the
5 symbols on each reel; and
a processor in communication with the display device, wherein
the processor is adapted to determine if one of said plurality of symbols
displayed by the display device is a wild activation symbol and if one of the
symbols displayed on the reels is a wild termination symbol, and to cause the
10 displayed device to change said symbols into a wild activation symbol and a
wild termination symbol based on such determinations.

13. A gaming device comprising:
a plurality of reels;
15 a plurality of symbols on said reels;
a display device for displaying said reels; and
a processor in communication with the display device, wherein
the processor and the display device are adapted to:
(a) activate the reels;
20 (b) cause the reels to stop and to display at least one symbol
on each reel;
(c) determine if one of said displayed symbols is a wild
activation symbol;
(d) transform at least one symbol into a wild symbol if one of
25 said displayed symbols is determined to be a wild activation symbol; and
(e) randomly determine at least one symbol to be a wild
termination symbol if one of said displayed symbols transforms into a wild
symbol.

14. A gaming device comprising:
 - a plurality of reels;
 - a plurality of symbols on said reels including at least one natural wild symbol;
 - 5 a display device for displaying said reels and at least one symbol on each reel; and
 - a processor in communication with the display device, wherein upon an occurrence of a triggering event, if the natural wild symbol is displayed on the reels, and the processor transforms said natural wild symbol,
 - 10 the natural wild symbol changes into a modifier which modifies an award provided to a player associated with said displayed symbols.
- 15 15. The gaming device of Claim 14, wherein the modifier is a multiplier.
16. A method for operating a gaming device having wild symbols, said method comprising the steps of:
 - (a) activating a plurality of reels including a plurality of symbols;
 - 20 (b) displaying a plurality of said symbols on the reels;
 - (c) determining if at least one symbol displayed on the reels is a wild activation symbol;
 - (d) determining if at least one symbol displayed on the reels is a wild termination symbol;
 - 25 (e) if one of said symbols is a wild activation symbol and one of said symbols is a wild termination symbol, transforming said displayed symbols into wild symbols from the wild activation symbol to the wild termination symbol; and
 - (f) awarding the player for any winning combinations.
- 30 17. The method of Claim 16, which includes the step of transforming said displayed symbols in a pattern.

18. The method of Claim 16, which includes the step of transforming said displayed symbols in a random sequence.

19. The method of Claim 16, which includes the step of transforming
5 displayed symbols into wild symbols successively.

20. The method of Claim 16, which includes the step of simultaneously transforming at least two displayed symbols in wild symbols.

21. A gaming device comprising:
10 a plurality of reels;
a processor in communication with said plurality of reels;
a plurality of symbols on said reels;
at least one wild activation symbol on said reels; and
at least one wild termination symbol on said reels.

22. The gaming device of Claim 21, which includes a display device,
15 wherein the processor is adapted to transform one of the plurality of symbols into a wild symbol based on a position of the wild activation symbol within the display device.

23. The gaming device of Claim 22, wherein the processor stops the
20 transformation of said symbol into a wild symbol based on a position, if any, of the wild termination symbol within the display device.

24. The gaming device of Claim 21, which includes a random sequence by which the processor transforms symbols into wild symbols.

25. The gaming device of Claim 21, wherein the processor
25 transforms one or more symbols within the plurality of symbols into wild symbols in a pattern when the wild activation symbol and the wild termination symbol are displayed within a display device.

26. A method for operating a gaming device having wild symbols, said method comprising the steps of:

(a) displaying a plurality of reels including a plurality of symbols;

5 (b) displaying a wild activation symbol on one of said reels;

(c) displaying a wild termination symbol on one of the said reels;

(d) transforming at least one symbol in the plurality of symbols into a wild symbol; and

10 (e) stopping transformations of said symbols into wild symbols based on a position within a display device at which the wild termination symbol is displayed.

27. The method of Claim 26, which includes the step of transforming said symbol into wild symbols in a pattern based on a position of the wild
15 activation symbol within the display device.

28. The method of Claim 27, which includes the step of stopping further transformation of symbols into wild symbols in the pattern based on a position of the wild termination symbols within the display device.

29. The method of Claim 26 which includes the step of transforming
20 said symbols into wild symbols successively.

30. The method of Claim 26, which includes the step of transforming said symbols into wild symbols simultaneously.

31. The method of Claim 26, which includes the step of transforming said symbols into wild symbols in a random sequence.

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32. A gaming device comprising:
a display device;
a plurality of cards displayed within the display device; and
at least one wild activation symbol;
5 at least one wild termination symbol; and
a processor in communication with said display device for
determining whether at least one card displayed within the display device is a
wild activation symbol and further determining whether at least one card within
the display device is a wild termination symbol and for transforming at least
10 one card displayed within the display device into a wild card if one of the cards
displayed within the display device is a wild activation symbol.

33. The gaming device of Claim 32, wherein the processor is
adapted to transform at least one of said cards into a wild card in a pattern
beginning from the wild activation symbol displayed within the display device.

15 34. The gaming device of Claim 33, wherein the processor is
adapted to stop transformation of said cards into wild cards in the pattern when
the processor reaches the position, if any, of the wild termination symbol
displayed within the display device.

20 35. The gaming device of Claim 34, wherein the processor is
adapted to transform said cards into wild cards in a random sequence when
the wild activation symbol is displayed within the display device.

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36. A gaming device comprising:

a display device; and

a processor adapted to communicate with said display device,
said display device and said processor adapted to:

5 (a) display a plurality of cards;

(b) determine a wild activation position within the display
device for one of the plurality of cards;

(c) determine a wild termination position within the display
device for one of the plurality of cards;

10 (d) transform at least one of the plurality of cards into wild
cards based on the wild activation position; and

(e) stop transformation of said cards into wild cards based on
the wild termination position.

37. The gaming device of Claim 36, wherein said display device and
15 said processor are adapted to transform the cards into wild cards in a pattern.

38. The gaming device of Claim 36, wherein said display device and
said processor are adapted to transform the cards into wild cards in a random
sequence.

39. The gaming device of Claim 36, wherein said display device and
20 said processor are adapted to transform the cards into wild cards successively.

40. The gaming device of Claim 36, wherein the processor
determines the wild activation position by a specific type of card within the
plurality of cards displayed within the display device.

41. The gaming device of Claim 36, wherein the processor
25 determines the wild termination position by a specific type of card within the
plurality of cards displayed within the display device.

42. The gaming device of Claim 36, wherein the processor
determines the wild activation position by a position at which a card within the
plurality of cards is displayed within the display device.

43. The gaming device of Claim 42, wherein the processor determines the wild termination position by a position at which a card within the plurality of cards is displayed within the display device.

44. A gaming machine having display means, and game control means arranged to control images displayed on the display means, the game control means being arranged to play a game wherein a plurality of symbols are randomly selected and displayed on the display means and, if a predetermined triggering event occurs, a wild activation symbol is provided on the display means in a location of one of the plurality of randomly selected symbols, a wild termination symbol is provided on the display means in a location of one of the plurality of randomly selected symbols, said game control means causing the symbols to become sequentially wild from a location on the display related to the wild activation symbol to a location on the display related to the wild termination symbol, an award being provided for winning combinations formed from each wild symbol.